

Terra Traveller TIMES



TIMES OFFICES MOVE SOUTH!

OFFICIAL NOTICE

The Staff of the TIMES wishes to apologize for the poor production quality of last issue. The impending move and other factors interfered. We trust that you will find this and future issues up to our usual high standards. Thank you for your patience and understanding.

NEW OFFICES FOR TIMES

The offices of the TERRA TRAVELLER TIMES have moved. When the needs of the Navy demanded that the Editor of the TIMES move, the offices were forced to move. We are now located in Ladson, South Carolina. For those of you looking at a map for Ladson, look close to Charleston, Goose Creek, and Summerville, South Carolina. Ladson is just off I-26 where these three sort of come together. I think that geographically, we are actually located in south Summerville, but our mail comes through the Ladson post office, therefore we use that town's name. You may have noticed that this issue is a bit late. The process of moving was far more difficult than we had expected, and this was further complicated by the holidays. We hope to be back on schedule next month with issue 21 being sent the first Monday of February.

GEOCON REPORT

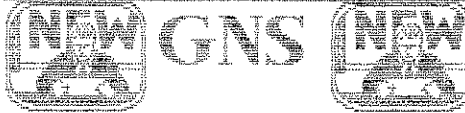
Although we had fewer people than we did for GEOCON VII, GEOCON VIII was one of the more successful GEOCON's to date. Several of our regulars got caught up in duty or other conflicts.

Friday evening there was a rollicking good game of CYBERPUNK. This episode even saw our first CYBERPUNK deaths as we lost two of our solos.

Saturday afternoon there was a small game of the ROBOTECH RPG. That evening, MEGATRAVELLER was the game, and FAST fighting was the game.

Sunday morning brought a game of WARHAMMER with the Mogumbans exercising the better part of valor with a well timed withdrawal. Sunday afternoon, a desperate band saved a rebel dignitary from an Imperial onslaught in a game of STAR WARS RPG. Sunday evening Geo ended his refereeing in Tidewater with a traditional TRAVELLER activity: a barfight for the characters.

This con's SEMI-ANNUAL ROLEPLAYER AWARD went to Mark Hayes. Second place was a three way tie between Mark Gelnas, Tim Cunningham, and Rob Wilman. The AWARD for OUTRAGEOUS HUMOR went to Kate Leberz Gelnas for her spontaneous cartoons including Cthulu seeking working passage. We hope that future cons will be as good.



FAST FOUND

KASAKU/KASAKU 063-1111: In an official press release, the government of Kasaku reported that their station in the Inferno Nebula has been destroyed, apparently with all hands still onboard. The remains of a vessel were also found, and its occupants have been identified as belonging to FAST. Authorities believe they are responsible for the destruction of the research station and were destroyed when the station exploded. Efforts are continuing to find survivors.

COALITION CAUTIONS

ANDOPED/KEFLIN: 227-1112: The military government of the Coalition of Andoan worlds issued a stern warning to the Thexin Heirate. The official communique stated that any Thexin warship activity in the system of Lace would be considered an act of aggression toward the Coalition.

ASSASSINATION ANNOUNCED

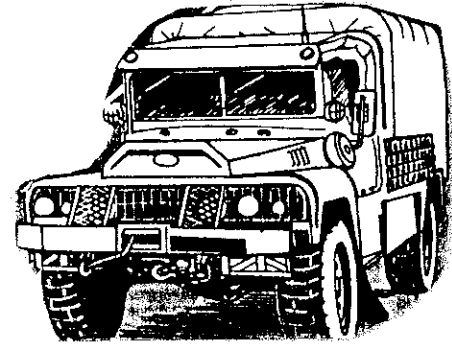
LIBERT/DIASPORA: 289-1116: The citizens of Libert learned today of the death of Strephon at the hands of the assassin Dulinor. Sector Duke Eneri advised the citizens to remain calm and honor the memory of the former Emperor. Related reports from Core indicate that no clear successor to Strephon has been found. With the exception of a few small outbreaks of violence, the populace remained calm. Nevertheless, one can feel an air of nervous expectation as one moves through the cities of the Libert.

DIVINE DECLARATION

COBHAM/OLD EXPANSES: 138-1117: The government of Cobham has declared that God favors the Solomani and therefore all loyal worshippers are to support their cause. Observers believe that industrial interests are behind this move. The statement also closed all planetary facilities to Imperial force, and Imperial defenders are expected to withdraw within the week due to heavy losses. In a related report, Solomani forces have been seen in major strength in neighboring systems, according to one source.

DEPOT DELIVERS

DEPOT/DAGUDASHAAG: 287-1117: The Vengeance Fleet of Lucan driving onward to the heart of Dulinor's territory stopped for a brief respite at the Depot at Dasudashaag. Military observers expect that they will continue their drive after a short refit. They should make short work of the "Loyal Fleet" and Lucan should be able to soon stand victoriously on Dian!



EVENT HORIZON CURRENT AND FUTURE RELEASES

FROM THE WORKSHOP: January releases: The much delayed RON CLADS AND ETHER FLYERS may be out. The associated RPG SPACE-1889 looks to be on schedule for an early January arrival in the stores. CHALLENGE 36 should arrive.

FROM DIGEST GROUP: TRAVELLERS' DIGEST 14 should be out soon. They will be releasing a REFEREE'S SCREEN for MEGATRAVELLER in the near future. GRAND EXPLORATIONS is in its early stages.

SEEKER: For a catalog send SASE to SEEKER, Box 337, Finley, ND 58230.

HIWG: Annual membership is \$12.00, includes a subscription to TIFFANY STAR, HIWG's newsletter. Send to Ed Edwards, 1410 E. Boyd, Norman, OK 73071.

OTHER NEWS: Jeff Swycaffer will have a new book out. Although not based in the Imperium, it is based on TRAVELLER. MAGAZINES, ETC.:

SECURITY LEAK MAGAZINE: A TRAVELLER magazine. 4 issue subscription \$10.00 (\$12.00 Overseas). Send Check or M.O. payable to SECURITY LEAK MAGAZINE, 2275 Gray Highway N-10, Macon, GA 31211.

THIRD IMPERIUM- The Canadian TRAVELLER Magazine. 1 year subscription \$8.25 U.S. funds. Send to Mike Jackson, #512-4676 Yew St., Vancouver, B.C. CANADA, V6L 2J5.

NORTHCOAST ROLEPLAYER: Includes material for TRAVELLER, MEGATRAVELLER, TWILIGHT-2000, AND 2300AD. 6 issue subscription \$8.00. Send to Barry Osser, 1018 F St. #1, Eureka, CA 95501.

FORWARD OBSERVER

AN EDITORIAL BY
MARK E. GELINAS

WELCOME HIWG!

This issue of the TIMES marks another milestone in our publication: the TIMES is now being distributed to all members of HIWG. Previously, a significant portion of HIWG members subscribed to the TIMES or received it as part of their membership in the Tidewater Traveller Club. Ed Edwards, the Chairsophont of HIWG felt that the TIMES should be received by all HIWG members and has accordingly asked for distribution to all members. This is now a new benefit of your HIWG membership at no extra charge! Don't worry, Ed has a plan to compensate those of you HIWGs who have subscribed.

What does this mean in terms of TIMES coverage? Not very much change. Since Ed has a deep interest in the TIMES, and since he is the head of HIWG, I am allowing him a column alongside the FORWARD OBSERVER to express his views. I will emphasize that the TIMES is an INDEPENDENT publication and not under the control of HIWG. I have expressed this to Ed and he agrees with me (otherwise I would not have agreed to his plan).

But the TIMES have changed (again) you say! True, they have, but the vast majority of the new changes are due to another milestone we have reached with this issue, expanding our coverage to include SPACE 1989, which is due out this month. I had to shuffle some columns to give this new RPG from GDW a column of its own. I like to keep the TIMES a dynamic newsletter. If some changes are required, I am willing to make them.

Another factor causing a change in the TIMES is the move of DARK RIVER DATA from the X-LINK to the main body of the TIMES. This change was made necessary by the move of the TIMES office. All of these changes just piled up into one issue.

But what are the changes? BACKFIT is gone. The series was fairly complete last issue. Any further information will appear in the VARIANTS. PARALLAX is not in this issue. It may return next issue, or its contents may find their way to the VARIANTS as well. A lot of what appeared in that column could easily have fit in the VARIANTS. This gives me more room to print reviews, which I feel are an important part of the TIMES. To make room for new items, both the VARIANTS and the HINTS will usually be limited to one page. Then there are the new additions mentioned above.

Attention all HIWGS: you are now readers of the TIMES. As such, I will consider your submissions of art and articles. I am particularly interested in news items.

I would like to eventually expand GNS to fill most of the front page, moving EVENT HORIZON back inside. If you are a sector, faction, or domain analyst, you may have news items from your particular area that CHALLENGE may not print. If it is chronologically correct and will not interfere with the grand scheme GDW has set up, it may find a place in the TIMES. TTC members, we have not forgotten our origins. If you have news items from TRAVELLER campaigns, send those as well. When I write news items, I try to write them in such a manner as to suggest a scenario that could be played, although many are written as a result of scenarios that have been played.

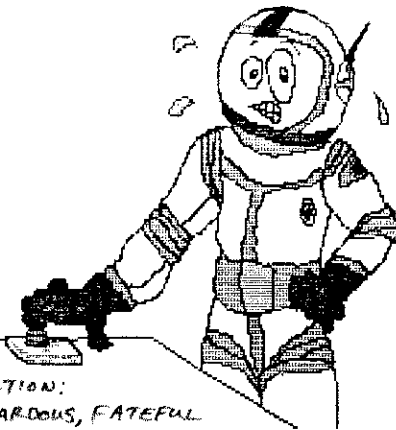
Artwork is also a very welcome item. Every issue I have to come up with several items of art. Often, I have to resort to my own meager work. Of course, I can't offer any payment due to a very limited operating budget. It would, however give a budding artist a chance to be seen by more people than just your local gaming group.

Some might ask why I am including SPACE 1989 in the TIMES yet I do not include such games as CYBERPLINK and STAR WARS RPG which have a considerable following. My answer is simply this. SPACE 1989 is published by GDW the others are not. Since early in its history, the TIMES has covered GDW's RPG's. Now that they are expanding their line, we are expanding our coverage.

I am, however, considering publishing separate, two page, newsletters for each of the other games that I mentioned above. I may call the one CYBERTALK and the other THE ALLIANCE ANNOUNCER. I would like to get an idea of how much interest there would be in such newsletters. This brief paragraph is one way to canvas a fair sized audience. If you and/or people in your gaming group would be interested in either or both of these newsletters, write to me in care of the TIMES and let me know.

Well that about concludes this month's ranting. Next month, I plan to explore answers to the question "Why SPACE 1989?". I would like to hear what opinions you have. Until then, I will sign off. May you have a safe and prosperous New Year, even if the wish is a few days late.

SPACER
SAM
SEZ:
RANDOM BUTTON
PUSHING
CAN PRODUCE
RANDOM
RESULTS!



HIWG TO HAPPINESS

BEING A REGULAR COLUMN BY
ED EDWARDS
HIWG CHAIRSOPHONT

EDITOR'S NOTE: TO APPRECIATE THE TITLE, THE READER MUST UNDERSTAND THAT HIWG IS FREQUENTLY PRONOUNCED "HI-WIG" BY ITS MEMBERS.

AN INTRODUCTION TO HIWG

HIWG is divided into three functions: the guiding function, the committee function, and the analyst function. The guiding function guides the general direction of HIWG and tries to inspire movement in that direction. The committees handle various side details. The majority of the work of HIWG is performed by the analyst function. There are three types of analysts: Domain Analysts, Sector Analysts, and Faction Analysts.

GUIDING FUNCTION OF HIWG

The general officers of HIWG are:
HIWG Chairsophont: Ed Edwards: 1410 E. Boyd, Norman, OK 73071. Ed is self-appointed dictator of HIWG. He likes to think of himself as a charismatic dictator, but opinions vary.

HIWG Vice-Chairsophont: Mark "Geo" Gelinas: 102 Akron Ct., Ladson, SC 29456. Geo is heir apparent to the HIWGian throne (in case Ed gets terminal writers cramp). Functionally this position is that of Kibitzer. Geo publishes the TERRA TRAVELLER TIMES as an independent venture.

TIFFANY STAR EDITOR: Mike Mikes: 3124 75th Ave #3, Landover, MD 20785. Mike publishes the HIWGian banner publication: TIFFANY STAR, which is released about 6 times a year.

HIWG maintains contacts with the great publishing houses of TRAVELLER: Mark Miller in Game Designers' Workshop, Gary Thomas and Joe Fugate in Digest Group Publications, and Stafford Greene of Seeker. All active TRAVELLER fanzine editors are members of HIWG: Geo Gelinas of TTT, Gregg Giles of SECURITY LEAK MAGAZINE, Mike Jackson of THIRD IMPERIUM, and James King of JUMPSPACE. Other RPG fanzine editors such as Barry Osser of NORTHCOAST ROLEPLAYER (NCRP) are also members of HIWG.

COMMITTEE FUNCTION OF HIWG

Although the main business of HIWG is conducted by sets of analysts, there are some side issues being dealt with by what I call in various places HIWG committees, Sub-Groups, or Special Interest Groups. Some of these groups are listed below:

STSIG: SCIENCE AND TECHNOLOGY SPECIAL INTEREST GROUP: This group is headed by James A. Holden: 923 Clint Smith, Duncanville, TX 75137. This group concentrates on the theoretical basis for such science and technology as exists in the Rebellion period of the Imperium.

DASG: DATA ANALYSIS SUB-GROUP: The DASG consists of ongoing discussions between Marshall Bautista, Matthew Bean, Tim Koors and Ed Edwards regarding the applicability of economic consideration to the course of the Rebellion (and of course, to the history which set the stage for the Rebellion).

DMSG: DOMAIN MAPS SUB-GROUP: Ten Koors, James Holden, and Ed Edwards ought to get together and see if they can create some more domain maps such as appeared in TIFFANY STAR #2 for the Usand Domain.

Well, that's all there is room for this month. Next month we continue with this discussion getting into the job of analysts.



GEO'S VARIANTS

ISSUE 19: JANUARY '89

This month I bring a table I have occasionally used in my TRAVELLER games, and a vehicle for 2300 AD. The table is intended for use when you want to give an item a name, but don't simply want to call it a whatzit or doberflag. These names work best when it doesn't matter what the item is specifically. For example, it serves your scenario for a part to fall in the player's engineering section. When the players ask you what the falling part is, you can grab something from this table. Although this table was intended primarily for TRAVELLER, it can fit with other science fiction role-playing games as well. To use, roll 1D6 + 1D6 for each of the columns. For example a roll of 12, 45, and 53 would yield a Hyper Anti-matter Integrator. Obviously some items may not be suitable for some tech levels, but in those cases, just grab the next nearest word. It is not even necessary to use all three columns! Dice are also optional, if you like just look at the list, pick a few words, and throw them at your players. There is even room on the table for your own technical words. If you are interested in a more detailed description of starship components, I recommend STARSHIP OPERATOR'S MANUAL by Digest Group Publications.

TECHNOBABLE

DIE ROLL	COLUMN A	COLUMN B	COLUMN C
11	TRANS	ATOMIC	DEMODULATOR
12	HYPER/HYPERBOLIC	NUCLEAR	IONIZER
13	ULTRA	SPACIAL	DISTRIBUTER
14	MONO	MOLECULAR	ATOMIZER
15	DIAL	ELECTRON	COUNTER
16	THERMAL	ELECTRONIC	POLARIZER
21	INTER	NUETRON	DIFFUSER
22	INTRA	PROTON	RADIATOR
23	OUTER/EXTRA	MESON	ABSORBER
24	INNER	FIELD	DAMPER
25	PARABOLIC	PHOTON	COLLUMATOR
26	UPPER	PARTICLE	SEPERATOR
31	LOWER	ION	PRESSURIZER
32	SUPER	SONIC	INITIATOR
33	PARA	ENERGY	TERMINATOR
34	QUASI	MATTER	DIFFERENTIATOR
35	MICRO	STELLAR	ENERGIZER
36	MACRO	RESISTANCE	SPLITTER
41	MULTI	PHASE	BOOSTER
42	ANTI	RAY/BEAM	AMPLIFIER
43	SUB	WAVE	CONTROLLER
44	HORIZONTAL	RADIATION	FILTER
45	VERTICAL	ANTIMATTER	ACCELERATOR
46	POSITIVE	GAMMA	CONVERTER
51	NEGATIVE	POWER	TRANSFORMER
52	QUADRATIC	DIMENSIONAL	COUPLER
53	ELECTRONIC	CONDUCTANCE	INTEGRATOR
54	MECHANICAL	HEAT	STABILIZER
55	LIGHT/OPTICAL	MAGNET	EXCHANGER
56	HEAVY	GRAVITY	DEFLECTOR
61-66	RESERVED FOR USER		

HEAVY CROSS COUNTRY TRANSPORT

The heavy cross country transport was specifically designed and built for the colonist on Kingsland. Affectionately known as the "Rock Buggy" by the colonists, this vehicle can cross the often rugged and rocky terrain of that colony. It is built from steel to reduce costs and facilitate field repairs. Its MHD turbine engine is designed and tuned to burn alcohol, and it is not uncommon to find a still in part of its large cargo compartment.

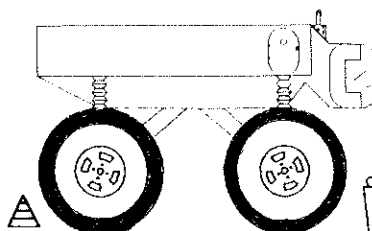
Normal access is by a floor hatch just behind the driving bubble; a folding ladder fits into the neck. Alternately, the vehicle has a side door, and many structures are built with access to this door (and the cargo doors in back) in mind.

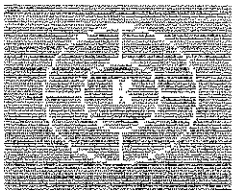
It has seats for the driver and three passengers. It also has two bunks. Additional passengers could be carried in the cargo compartment, but they would have a very rough ride. The rock buggy is subject to severe abuse, and is frequently in need of repairs. Most drivers are either trained in mechanics, or carry a capable mechanic as part of their crew.

Because the rock buggy represents a considerable investment, many are purchased by community co-operatives for the cross country treks. Smaller vehicles, most having been carried to the community on a rock buggy, serve local purposes.

Although ground vehicle skill can be used to operate a rock buggy, heavy equipment operator skill is preferred (see AURORE SOURCEBOOK). Treat ground vehicle skill as one level lower when operating it (persons with level 0 skill should not attempt to drive one).

The rock buggy is a very useful vehicle in its intended environment, but it is seldom seen beyond the colony of Kingsland.
 TYPE: Wheeled heavy cross county vehicle CREW: 1(Driver) WEIGHT: 13,700 kg ARMOR: Suspension: .3 All Faces: .1 SIGNATURE: 10
 EVASION: 0 MAXIMUM SPEED: 115 kph CRUISING SPEED: 85 kph CARGO: 3 Passengers and 6,300 kgs COMBAT MOVEMENT: 240 meters OFF
 ROAD MOBILITY: Quartered POWER PLANT: 2.4 MW MHD Turbine tuned for alcohol FUEL CAPACITY: 5,280 kgs FUEL CONSUMPTION: 220
 kg/hr ENDURANCE: 24 hours PRICE: LV 39,623





HASSAN'S HINTS

A SERVICE TO MEGATRAVELLER
PLAYERS AND REFS WITH MILITARY NEEDS
ISSUE 7

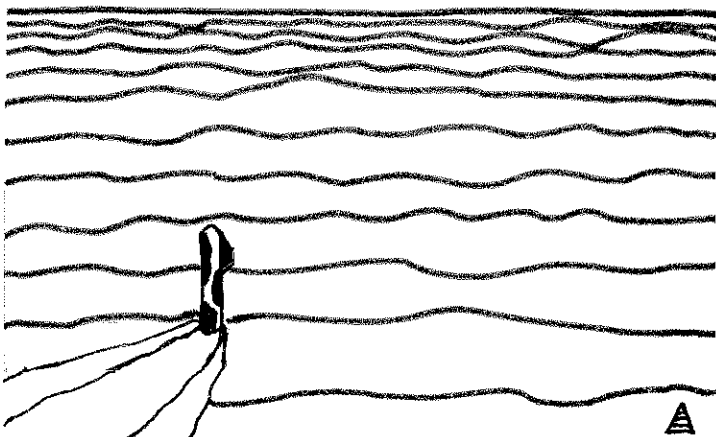
A WORD FROM HASSAN

This month Hassan brings you two items. The first is the result of an exercise in ship design. Design assistance was provided by Scott Maddow. The second is a reply by Geo, who has some knowledge of nautical warfare, to my article on Marine Warfare (HINTS #6). *HASSAN*

FAMILY SHIPSTER

CRAFT ID: Family Shipster, Type YW, TL 9,
MCR 21082
HULL: 900/2250, Disp=100, Config=2SL,
Armor=40D, Unloaded=743 Tons,
Loaded=1494 Tons
POWER: 17/34, Fusion=150Mw, Dur=60/180
LOCO: 18/36, Maneuver=1G,
18/36, Jump=1, NOE=130kph,
Cruise=750kph, Top=1000kph,
MaxAccel=1G
COMMO: Radio=System
SENSORS: Radar=Planetary,
ActObjScan=Diff, ActObjPin=Diff
OFF: 1 Hardpoint,
Missile-x01, Batt=1, Bear=1
DEF: +2 DefDM
CONTROL: Computer=1x1, Panel=ElecLinkx313
Env=BasEnv, BasLS, ExtLS
ACCOM: Crew=1 x 3(Bridge=2, Eng=1)
Accom=Bunk x 3, Stateroom x 4
OTHER: Cargo=734 kl, Fuel=234 kl,
No Grav Plates, No Inert Comp,
ObjSize=AVE, EM Level=Faint

The FAMILY SHIPSTER was designed to be as cheap as it could possibly be. Many comfort and safety items were cut to make the vessel cheaper. You will note that it does not have any backup computers. This vessel might have difficulty passing a safety inspection in many systems. The vessel could be made cheaper still by removing the missile turret and opting for an unstreamlined version. The vessel would then have to depend on interface vessels for transport to or from a world. Without a fuel purification plant, it would be risky to operate with unrefined fuel. All considerations aside, this would be a fair vessel for cruising along the main of any Sector. Perhaps it could serve as a starter ship for player characters. NOTE: HASSAN would not fly on this vessel!



HASSAN'S HINTS TITLE AND DESIGNS ARE COPYRIGHT 1989 BY JOHN S. RUSTOFF.

MARINE WARFARE in the 57th century A SECOND LOOK

VIEWPOINT PROVIDED BY MARK GELINAS

In the last issue of the HINTS, HASSAN provided some interesting views of marine, that is wet navy, warfare as it might appear in the future. While what he stated is certainly very valid, I would like to offer some alternate considerations.

AUSTERITY

Here, money is the matter. While future civilizations may enjoy more wealth than current governments, it may not necessarily be so. Money would have two different effects.

The first and primary effect is in the transport of goods. Small, fast transportation is not always the most cost effective. Therefore, it is very conceivable that even high tech worlds with abundant water would use bulk transport. Such transport would not necessarily take advantage of the highest technology available. Consider our world: air transport is fast, but it is expensive. For transporting large quantities of raw materials or goods overseas, the ship is still the most cost effective. It will probably remain so in the future, with some changes.

The other effect of economics is provisioning the military. While a gravitic weapons platform is certainly very versatile, it is also very expensive. Many governments would probably opt for cheaper weapons platforms which do not use such expensive technology. This would be especially true on a world with a unified government. Without other governments to compete in an arms race, they would probably opt for less versatile weapons systems, but ones which would still be able to protect shipping.

ANTI-GRAVITY

It has long been my contention that anti-gravity technology is not for the common man. Taking starship crew wages as an example, the average person in the future would probably make between 12,000 and 60,000 credits a year. The mean would probably fall about 25,000 a year. Wages like this would not put even the ubiquitous air/raft in the purchasing range of the common man. The point I am trying to make is that anti-gravity technology is expensive, and is probably not as common as the ground car is today. I believe this limitation would extend into the military. Only very rich governments, such as the interstellar ones, would be able to afford such vehicles in quantity.

ADVANCES

While future maritime craft craft may not take advantage of gravitic technology, that is not to say that it will not take advantage of advanced technology at all. Improved structural materials will make the submersible more practical. Future vessels will certainly take advantage of advanced power generation technology. A fusion power plant with a small purification plant would offer virtually unlimited range, after all, the vessel would be floating in its own fuel supply!

Hull design and propulsion methods would also improve. It is not inconceivable that some vessels would use gravitic thrusters to move it through the water. A vessel floating on or in the ocean would not have to overcome gravity, therefore it could use smaller and less expensive gravitic units. A gravitic hydrofoil could approach speeds achievable by a grav tank! (See 101 VEHICLES.) The use of such technology would also make these vessels quieter as well. This would certainly effect warfare.

AVW

Anti-Vehicular Warfare (AVW) might not be as difficult as HASSAN might believe. First, while a grav tank is quieter, it is not necessary to hear it. Neutrino scanners and densitometers can find a grav tank quite easily. Also a grav tank moving rapidly through water would cavitate, making lots of noise! Another consideration is that while a grav tank may carry powerful weapons, a floating platform could carry more of them and it would also have the space for more powerful sensors as well. That is not to rule the grav tank out, I believe that the future will see combined arms using both in their most efficient capacities.

This is my offering, I welcome further discussion. Write to me care of the TIMES. If it is good we may print it in future editions of the HINTS.

QUICK REVIEWS

CHALLENGE 35

REVIEW BY MARK GELINAS

With the release of CHALLENGE 35, GDW seems to be setting this magazine into its new format. As this issue arrived in stores just two months after CHALLENGE 34, they also seem to be getting the magazine settled into its bi-monthly schedule. CHALLENGE 36 is scheduled for release in January, and may be on the stands as you read this.

As it settled into its new format, each of GDW's roleplaying games got about the same amount of treatment, including the upcoming game, SPACE 1888. A variety of other futuristic games had articles presented, including BATTLETECH and STAR WARS, RPG. Most of the articles were well written and the artwork was good. The article on the Victorian Era for SPACE 1888 was somewhat dry, and read more like a history lesson than a background article for a roleplaying game.

Once again, I question placing BATTLETECH articles in CHALLENGE. While BATTLETECH may be a popular game, it is supported by its own magazine. Most of the other games presented in CHALLENGE do not have such, therefore magazine coverage is welcome. I would rather see articles for games which are not extensively covered by another magazine. If the Workshop cannot find such articles, perhaps it would be better to use that space for its own roleplaying games!

Overall, CHALLENGE is maturing into a well rounded magazine for futuristic gaming. It is well worth buying.

EQUIPMENT GUIDE

REVIEW BY MARK GELINAS

This supplement for 2300 AD is one of the better ones released for that game. Each of the 148 pieces of equipment is illustrated and many include tasks applicable to that item.

In keeping with the hard science fiction flavor of 2300 AD, the futuristic equipment is not beyond what can be extrapolated from modern science. Weapons were not included in this supplement having been adequately covered in the basic set.

Equipment categories include: Medical, Security, Scanners, Computers, Survival, and Alien equipment. Some of the alien equipment are Pentapod bio-engineered products which are readily available to humans. Other alien equipment is Kafer, and is not so easily obtained. The Kafer section could have included a portion for the referee as to the true nature of much of the Kafer equipment. As it is, they will have to refer to the KAFER SOURCEBOOK to find that out.

The illustrations, many of which are in color, descriptions, and task statements make this a product very valuable to the 2300 AD player or referee. It is highly recommended.

MEDITERRANEAN CRUISE

(THE LAST SUB PART II)

REVIEW BY MARK GELINAS

This second installment in the LAST SUBMARINE series for TWILIGHT-2000 provides much more of what one would expect from the title. The characters actually get to use the nuclear submarine that was obtained in the first adventure.

This adventure, as the name implies, takes the characters across the Atlantic Ocean and into the Med. There they make several stops which are very important to the Military Government of the United States. Although there is action involving the submarine, there is plenty of ground action available as each stop is in another troubled spot in the world (in the year 2001 there are very few spots that are not troubled).

Beside the strait forward plot, there are plenty of side events as various factions attempt to obtain what, in the war ravaged world is a powerful weapon, an operational nuclear sub. This adventure can be played as a sequel to the previous one. It is not necessary that you own the previous adventure to play this one, it is complete enough to stand alone.

The module contains revamped water combat rules. These rules were first seen in PIRATES OF THE VISTULA. There are two scenarios which may be played using GDW's modern naval miniatures rules, HARPPOON.

Overall, MEDITERRANEAN CRUISE is an excellent adventure. It is put together well and looks as though it would provide some enjoyable play. It is an exciting departure from previous TWILIGHT-2000 modules and is highly recommended for the TWILIGHT-2000 referee.

DARK RIVER

DATA

INTERGALACTIC POLICE

The I.G.P. is an organization designed to provide an interstellar law enforcement agency. The I.G.P. has jurisdiction only over member worlds, primarily independent worlds or small alliances. Many worlds in the Dark River Sector belong to the I.G.P.

PRIOR SERVICE TABLE		TABLE OF RANKS
ENLIST	7+	R-1. OPERATIVE
DM+1 IF	DEX 8+	R-2. AGENT
DM+2 IF	INT 8+	R-3. CONTROLLER
DRAFT	N/A	R-4. DIRECTOR
SURVIVAL	6+	R-5. SUPERVISOR
DM+2 IF	INT 9+	R-6. CO-ORDINATOR
POSITION	6+	
DM+1 IF	EDU 8+	AUTOMATIC SKILLS
PROMOTION	8+	R-0. HANDGUN-1
DM+1 IF	INT 8+	R-3. ADMIN-1
SPECIAL	8+	
RE-ENLIST	4+	

ACQUIRED SKILL TABLES

PERSONAL DEVELOPMENT	SERVICE SKILLS
1. PHYSICAL	1. VEHICLE
2. MENTAL	2. VICE
3. HAND COMBAT	3. ENVIRON
4. GUN COMBAT	4. SCIENCE
5. INBORN	5. GUN COMBAT
6. INTERPERSONAL	6. HAND CMBT
EDUCATION	ADV EDU-ED 8+
1. ACADEMIC	1. VICE
2. TECHNICAL	2. TECHNICAL
3. TECHNICAL	3. LEGAL
4. SCIENCE	4. SPACE
5. INTERPERSONAL	5. SPACE CMBT
6. VICE	6. SPECIAL CBT

BENEFIT TABLES

MATERIAL BENEFITS	CASH BENEFITS
1. HIGH PSG	1. 1,000
2. +1 ED	2. 5,000
3. HIGH PSG	3. 10,000
4. +1 INT	4. 20,000
5. WEAPON	5. 30,000
6. WEAPON	6. 40,000
7. TRAVELLERS	7. 50,000

DEEP SECRETS OF DARK RIVER

WARNING: THE FOLLOWING INFORMATION IS INTENDED FOR REFEREES WHO ARE RUNNING CAMPAIGNS IN DARK RIVER. PLAYERS IN CAMPAIGNS IN THAT SECTOR SHOULD NOT READ THIS SECTION.

SPHERE OF TAKORLES (CONT.)- General Saskor did have the sphere stolen. In his bid for power, he displayed an imitation sphere which, with some special effects, looked to be the real thing.

The General escaped nuclear vaporization in the war that followed his bid for power, but perished in his fortified bunker. He lies there still, no one having discovered the location of his bunker. He has with him the imitation sphere and the fabled Kirsar Stone.

In reality, the Kirsar Stone is a holographic storage crystal which contains the location of the real Sphere. Players who pay attention to the fable may be seeking something akin to the Rosetta Stone and ignore a simple hologrystal.

In order to have a trump card in case his bid for power failed (which it did), General Siskar had the Sphere removed from Dipchichiro. It still rests hidden on some world close to Dipchichiro. Referees who want to know more details can send an SASE to the Editor. That will keep some things secret from players!



TWILIGHT:2000



2300 AD

ALTERNATE SETTINGS: NORWAY 1986

BY MARK HAYES

THE NORWEGIAN ARMY IN TWILIGHT:2000 NOTES

Rather than creating a new skill to cover arctic warfare, use MNT. Nearly all mountain units are arctic trained anyway. Further define the skill to include the use of cross-country skis and as a knowledge to avoid the long term effects of exposure to arctic temperatures. Also make MNT a military skill as well as a background skill.

The Norwegian Army stresses physical fitness at the entry level to a higher degree than most other armies. Add +2 to any fitness roll when generating a Norwegian Army character.

SERVICE BRANCH/SPECIALTY TABLE

FINMARK BRIGADE	ROLL REQ	SKILL	BENEFITS
INFANTRY	7 CON	RCN-30, CRM-20, FOR-20, MNT-1/2COST	
ARMOR	7 —	RCN-20, MNT-20, LCG or TUD at 20 THE OTHER AT 1/2 COST	

RANK TABLE ADDITIONS

NORWEGIAN ARMY

DIE	ENLISTED	OFFICERS
1	LANCE CORPORAL	2nd LIEUTENANT
2	LANCE CORPORAL	2nd LIEUTENANT
3	CORPORAL	1st LIEUTENANT
4	SERGEANT	1st LIEUTENANT
5	SERGEANT	CAPTAIN
6	STAFF SERGEANT	MAJOR
7	SERGEANT MAJOR	LT. COLONEL

PERSONAL WEAPONS

NORWAY:

- MP 40 SUBMACHINEGUN
- GETME MOEL L. ASSAULT RIFLE
- MG3 MACHINEGUN
- P-38 WALTHER PISTOL

ANTI-TANK WEAPONS

- TOW-2 ATGW
- LAW-80*
- 84mm CARL GUSTAV*
- *SEE TIDEWATER TRAVELLER TIMES ISSUE 16

Next month we will look at some of the vehicles of the Norwegian Army.

SPACER TERMS IN 2300

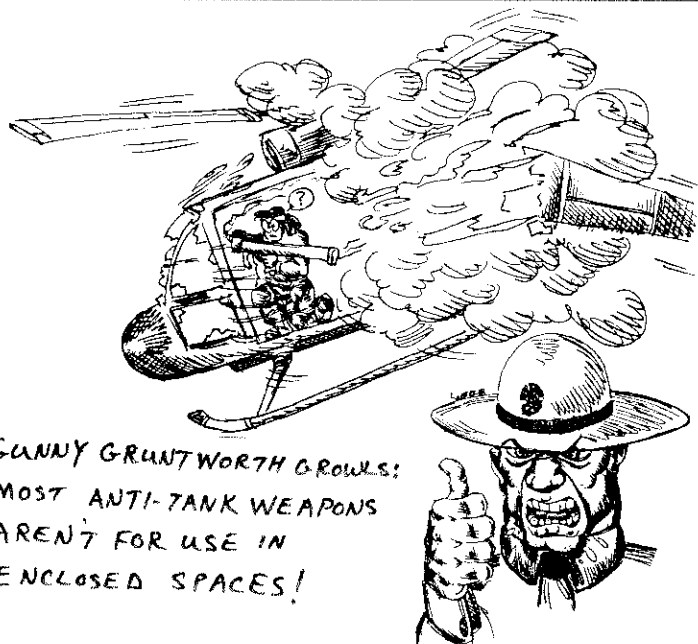
BY SCOTT MADDOX

- AFT**- Toward the back end of the ship.
- CAGE**- A term for a spin habitat which reminds many spacers of a hamster cage with a treadmill.
- EVA**- Extra Vehicular Activity: any activity conducted by sentient beings outside of a space vessel currently in space.
- FORWARD**- Toward the front of the ship.
- G-WARD**- In spin habitats, the terms port and starboard are rather useless because what is port and starboard relative to the direction of ship's travel is constantly changing in the spinning area. Therefore many spacers use the term G-Ward to denote a direction out from the center of the spinning habitat.
- HAB**- A term for a spin habitat.
- HUBWARD**- For reasons similar to the use of the term G-Ward, Hubward refers to a direction toward the hub of a spinning habitat. Because of the orientation of the habitat(s), this may or may not correspond to the ship's centerline.
- PORT**- When facing forward in a ship, port is to the left side of the ship. Staterooms, weapons, valves, etc. on the port side of the ship are generally given even numbers.
- SHIPS REFERENCE**- For an oceangoing craft, which remained relatively horizontal, the terms port and starboard were adequate to refer to the relative direction of an object to the ship. In space this is not true so many spacers have adopted an alternate system using the ship a reference. Generally, most ships use two 0-degree references; one in the direction of travel, and the other toward the ship's "top". The position of any object in three dimensional space relative to the ship could be expressed as two angles. Each angle would be referred to ship's reference and be separated by the word "mark" when spoken. Because there is no North in space, "True" bearings would be meaningless.
- STARBOARD**- When facing forward in a ship, starboard is to the right side of the ship. Staterooms, weapons, valves, etc. positioned on the starboard side of a ship are generally given odd numbers.
- UST (UNIVERSAL SHIP TIME)**- Because of the variety of local times in systems, or even time zones on a single planet, most ships operate on a single time standard known as Universal Ship Time or UST. Holding to old nautical traditions, UST is identical to the time in Greenwich Mean Time. Traditionally, this was also referred to a Zulu time. Also because night and day are relative in space, UST uses a 24 hour clock with 1:00 PM being 1300 and 12:00 PM being 2400. Times written in UST are generally followed by the letter U or Z (for Zulu) depending on the Captain's preference. Therefore a time of 12:15 AM would be written as 0015U, and 4:45 PM would become 1645U.

NEWSLINE: 2300

DUNKELHEIM DEFEATED

BETA CANUM: JULY 17, 2301- The French merchant vessel PARIS arrived at Beta Canum today. Observers at the upper beanstalk station reported that the ship seemed to have battle damage. One reporter managed to speak to crew members before they were silenced by French authorities. The ship which had been doing some off route trading down the arm passed through the system of DM +36 2393. There they detected a large number of unknown vessels before being fired upon by several smaller vessels. Fortunately, the ship had finished cycling its drives and escaped, but not before they received several hits, one of which killed Captain Mitterand. First Officer Du Lac assumed command and brought the ship to Beta Canum. There is speculation that the unknown vessels that were detected were in fact elements of the Kafer invasion force. The fact that the PARIS was fired upon seems to corroborate this speculation. It would seem that that Dunkelheim now lies in the grip of Kafer oppression. It may be assumed that most of the colonist are either dead or being hunted down by the merciless invaders. The invasion now seems to be unstoppable, and fear is spreading.



GUNNY GRUNT WORTH GROWS:
MOST ANTI-TANK WEAPONS
AREN'T FOR USE IN
ENCLOSED SPACES!

SPACE 1889

CARTER JOHNSON, RED CAPTAIN OF MARS CHARACTER DESCRIPTION BY MARK CELINAS INTRODUCTION

Most of the Red Captains of Mars are British. This is not true of Carter Johnson, who is one of the few Americans on Mars filling that capacity.

CHILDHOOD

Carter was born on December 11, 1854. His parents were Buster and Carol Johnson of Norfolk, Virginia. Carter was not old enough to serve in the American Civil War. His father served on the side of the Confederacy, and gave his life for their cause in the battle of Gettysburg. Carter took care of his mother after his father's death. She died of grief in 1874 when Carter was 19.

Growing up in the Hampton Roads area of Virginia, Johnson learned a lot about the sea. He claims to have witnessed the battle between the U.S.S. MONITOR and the C.S.S. VIRGINIA. Shortly after his mother's death, a carpetbagger was killed, and Johnson was blamed. Rather than try to prove his innocence, he fled the country aboard an English merchantman.

EXPERIENCE

Carter served with the merchant for a year. Then he was pressed into the Royal Navy. Here he served well, gaining skill and experience. When an opportunity presented itself to become an officer, he accepted.

As an officer, Mr. Johnson truly showed his abilities. He quickly advanced to the rank of Lieutenant. When Britain started sending Naval vessels to Mars, Lt. Carter Johnson heard the sound of adventure calling and managed to obtain a billet aboard one of the vessels going to Mars.

On Mars, he fought well in the Second War of the Pharhoon Succession. In one particularly violent battle, he had the opportunity to command his vessel when his superiors were incapacitated. His valiant efforts enabled his badly damaged vessel to return to port. Stating that it would be too expensive to repair, the High Command decided to scrap the vessel.

Carter fell in love with this rugged new world and the adventure it offered. Starting to feel stifled in the Royal Navy, he resigned his commission and worked his way to the American enclave. Adventuring across the red planet left him with more cash than he knew what to do with. He also had a deep yearning to get back into the skies again. Then he had an idea. He approached the Royal Navy with an offer to buy the scrapped gunboat. After removing her weapons they agreed. With a largely Martian crew, Carter nursed the ship across many treacherous miles to the American enclave.

There, he repaired and rearmed her. He christened the refitted vessel the FAIR DELLA and once again took to the skies searching for prizes.

CURRENT SITUATION

Operating out of the American enclave at Thymiamata, Captain Johnson has fared well. Except for his engineer, the ship's doctor, and a few others, the crew of the FAIR DELLA is largely Martian. The FAIR DELLA is a steam gunboat. The First Mate of the FAIR DELLA is a very competent Martian named Maal.

Captain Johnson's love interest is the beautiful Della Thornton. Her father, Col. Jedediah Thornton, has made a considerable fortune growing cotton in the red soil of Mars. He also controls several small industries around Thymiamata, including a small shipyard. Carter intends to marry the beautiful Della Thornton when he returns from his current voyage.

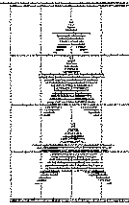
PHYSICAL DESCRIPTION

Captain Carter Johnson is 34. He stands six foot two inches tall and weighs 203 pounds. He has dark blonde hair and ice blue eyes. His left cheek bears the scar from a High Martian spear. Although weathered from years of wind and wave, his face retains an air of youth.

GOALS AND ATTITUDES

Carter loves his native land and his adopted planet. Most of all he loves the beautiful Della Thornton, and would go to the ends of the universe for her. He would like one day to return to the United States but is not sure that it is safe there yet. He has a deep enmity for Simon Lafoque, the man who framed him for murder. He will not fight against the British, unless they threaten his home, family or country.

ANY SIMILARITY BETWEEN THIS CHARACTER AND ONE OF E.R.B.'S IS PURELY INTENTIONAL. I DID NOT MODEL THIS CHARACTER AFTER THE ORIGINAL, BUT INTENDED IT AS A TRIBUTE TO E.R.B. AND HIS WORKS.

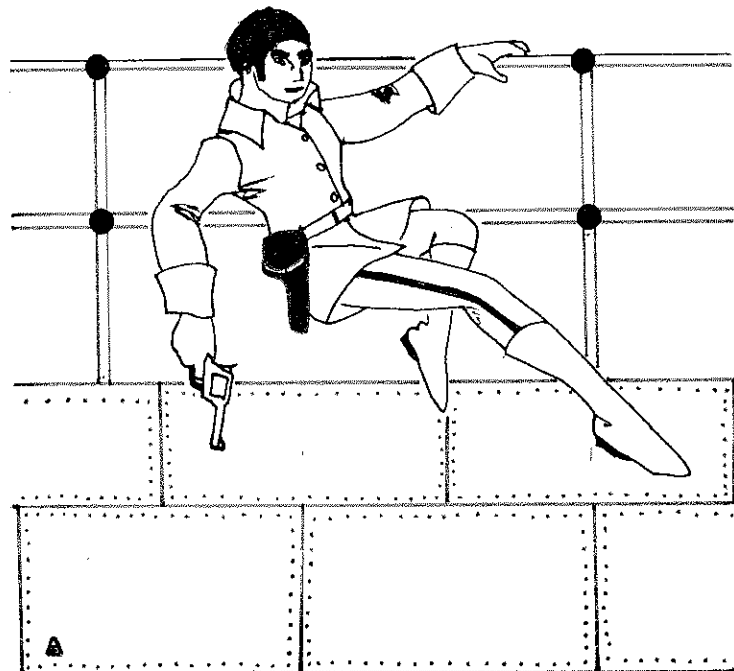


DIASPORA: STARLANE TO THE CORE

SUBSECTORS AND NOBILITY

Because the Imperium is an Empire, run by an Emperor and Nobles who owe fealty to him, Nobles will play an important part in the era of the Rebellion. Listed below are the 16 sub-sectors of the Diaspora Sector. Next to each sub-sector name is the name of the senior noble of that sub-sector. When the assassination of Strepthon was announced on Libert, most of these had already arrived there. They had been summoned by Sector Duke Eneri Askiragemar and urged to travel to Libert by the fastest available ship. These nobles will shortly have to decide the fate of the Diaspora Sector during the crisis.

SS	NAME	SENIOR NOBLE
A	Narquel	Duke Argaageluka
B	Libert	Sector Duke Aakiragemar
C	Sufren	Duke Ilirikgaadli
D	Khayle	Duchess McDouglas II
E	Shadigbi	Duke Summers
F	Kushga	Duchess Duraarka
G	Alurza	Duke Geraldo
H	Pasdaruu	Duke Withers V
I	Ebasha	Duke Jerome II
J	Iusea	Duchess Aamgakhi
K	The Blight	Duke Martinique III
L	Promise	Duke Hess
M	Hijiri	Duchess Norland
N	Shumisdi	Duchess Kukipmen
O	Madoc	Duke Osami VII
P	Khulam	Duchess Angiimu



COMING EVENTS

SUNCOAST SKIRMISHES: FEB 3-5 - Held in Jacksonville, Florida.
TECHNICON 6: MARCH 31-APRIL 2 - Held at Va Tech, Blacksburg. John M. Ford is Guest of Honor.
GEOCON SOUTH I: AUG (?) - Location and date TBA.



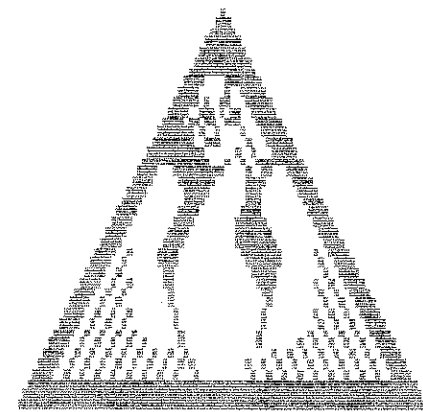
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NORTHCOST ROLEPLAYER: A fanzine for RPG's including MEGATRAVELLER and 2300 A.D. For 6 issues, send \$8.00 to Barry Osser, 1018 F St. #1, Eureka, CA 95501.

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